

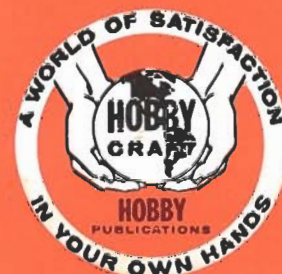
NOVEMBER
1978

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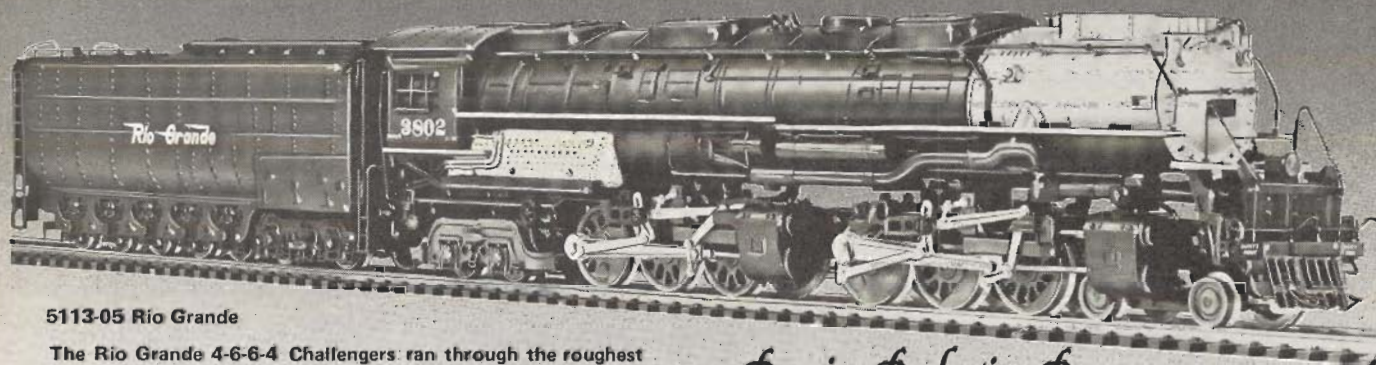
- Show Reports—MRIA, MMTA, Nats, GenCon
- New Miniature Construction Concept

- New Hobby Products—Rocketry, Plastic Kits, Model Railroading
- Wargaming Made Convenient



Fiber Arts Supplement—Part II

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Command Study

By Rick Mataka, Special Projects Editor



AS with last month's comments, this month's are also approximations. The sequence of game releases that make the history of the hobby so interesting are the same factors that make it confusing. It is impossible to mention every game designed. What I am trying to do is to point out a game or rule booklet that has made a noticeable contribution to the hobby.

A direct outgrowth of the Fantasy Rule Playing game was the Science Fiction Role Playing game. It utilizes the same basic concepts as in the Fantasy games but with different settings. In place of swords, magic and dungeon adventures, there are guns, lasers and space explorations. In some games, players may just adventure on a planet's surface. While in others, they may have to outfit a space ship and explore deep space. Then there are the games that combine the two, offering unlimited gaming possibilities.

As with all types of games, the designers required some type of inspiration usually in the form of Science Fiction books. Many of the ideas used in the games came from a number of different sources. Normally, the game designers in this area were first Science Fiction enthusiasts. The outlet of game design allowed them to combine their two favorite pastimes.

Role Playing games in the Science Fiction category are basically two types. Each is in the tactical scale with players only being required to keep track of one item. One type of game has players creating characters to explore

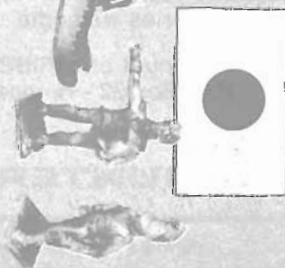
planets and overcome dangers. The other type has players controlling space ships, exploring deep space and fighting off raiders. Either type of game contains many hours of challenging enjoyment as players try to overcome the odds and gain victory.

One of the first of these games to be published was *Star Probe* by TSR. Published in late 1974, it was the Science Fiction gamers dream come true. It captured the imaginations of many gamers and started the designers thinking. Over a year went by and then came *Galactic Conquest* by Fantasy Games Unlimited. Also around this time TSR released *Metamorphosis Alpha* and Flying Buffalo published *Starfaring*. *Metamorphosis Alpha* was a real gaming break-through for Science Fiction games. I believe that it is this year that set the trends of what we will be seeing—from Fantasy Games came *Flash Gordon* and the *Warriors of Mongo*, Zocchi Associates released *Space Patrol* and was selling *Space Quest*, West Coast Games published *The Realm of Yolmi*, TSR released *Star Empires*, a companion booklet to *Star Probe*, and from Game Designers Workshop came one of the hits of the year, *Traveller*. This game has really caught the imagination of the Science Fiction buffs as it combines both character adventure with space ship explorations.

Thus far, 1978 has also seen a number of new items—*Starships and Spacemen* from Fantasy Games, *Superhero 2044* from Zocchi Associates, *Warlord of Mars*

(CONTINUED ON PAGE 78)

WARGAMING · BOARDGAMING & MILITARY MINIATURES



Seen At GenCon



Avalon Hill displayed past product awards.



Excalibre showed several new games at GenCon.

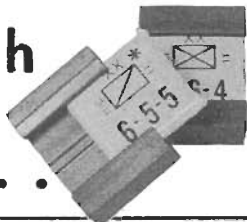


Eon Products explaining their Cosmic Encounter game.



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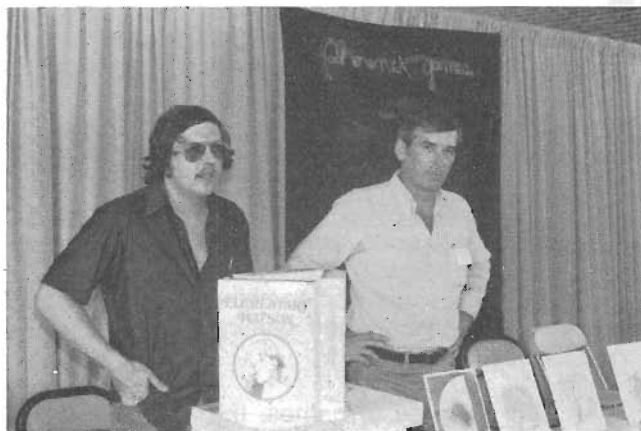
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COUNTER CLIPS Patent Pending



Phoenix Games attended with their Elementary Watson game.



Ral Partha did a brisk business with their figures.

Wargaming Made Convenient: Counter Clips

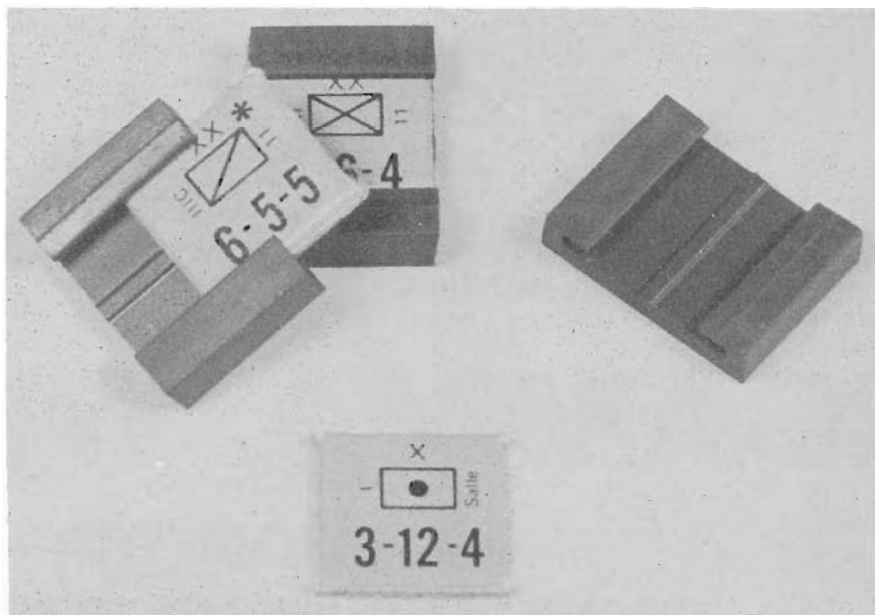
By **Tim Orisek**, Orisek Industries

FACE it—wargaming is an inconvenient hobby. The length of time required to play even the most simple wargame often exceeds two hours, with larger and more complex games needing days, weeks, and sometimes even months to finish. Within the average household, where space is at a premium, few wargamers can afford to leave a partially completed game set up, undisturbed for any great length of time. Even those who can still face the peril of having one good bump destroy several hours of hard work.

It is about time the wargame industry paid attention to this problem and addressed itself to finding a more convenient way to play wargames. Fortunately for wargamers, Tim Orisek, president of Orisek Industries and himself a wargamer, was not willing to wait for an answer to these problems, and set out to design and produce a solution of his own. The result was Counter Clips, a revolutionary new concept in wargaming, and the first truly unique wargaming accessory.

Counter Clips are an innovative magnetic mounting system for wargames. With a few hundred clips and an inexpensive piece of steel sheet metal (hardware store variety), a wargamer can play and save his games on any blank wall in the house, saving space and protecting the half-finished wargames from accidental disturbance. The real beauty of this product is its simplicity and versatility. The unique design of Counter Clips makes them easy to use, and re-use, without damaging or permanently magnetizing the wargame.

The design allows wargame counters to slide into and out of the clip quickly and easily, offering not only ease of set-up but, more importantly,



Counter Clips make it easy to keep pieces in place.

simple access to information printed on either side of the counter at any time during play. Counter Clips also boast a strong magnetic attraction which keeps them firmly in place and allows stacking of up to ten counters per hex on a vertical surface. The conveniences offered by these clips will allow wargamers to play more of their games more often, a factor which is sure to provide a welcome boost to wargame sales for retail dealers everywhere.

Unfortunately, Counter Clips are currently available only for use with wargames using the standard 1/2 counter. Tim Orisek reports, however, that the initial success of this product has accelerated plans for the production of Counter Clips which will accommodate other standard sized counters.

Orisek Industries is a newcomer to

the wargaming field, but it carries with it a reputation for innovation in several other markets. The Tim-Can Speaker Kit, a novel product which transforms an ordinary beer or soda can into a quality extension speaker, represented a new departure in the audio industry. This was followed by Music Fingers, a spring-tension device offering a fresh approach to an old problem that had plagued piano players. With the addition of Counter Clips to their line, Orisek Industries has obviously continued in their successful tradition of innovation. Now that this company has adjusted its sights to the many problems in the wargaming field, we look forward to seeing what surprises they have in store for us in the future.

(Editor's Note: For more information on Counter Clips, write Orisek Industries, Dept. CM, P.O. Box 52, Hinsdale, IL 60521.)

For Accuracy and Detail Look to the Naval Institute Press

GUIDE TO FAR EASTERN NAVIES

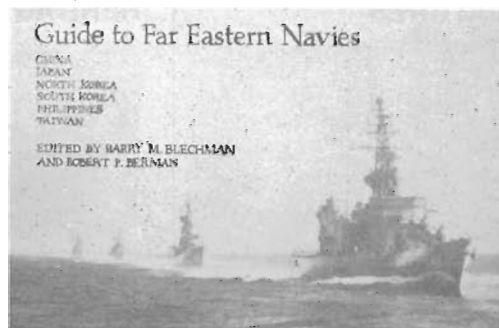
Edited by Barry M. Blechman and Robert P. Berman
Foreword by Elmo R. Zumwalt, Jr., Admiral, USN (Ret.)

Here is a comprehensive and authoritative description of East Asian navies and their relationships to the Soviet Pacific and U.S. Seventh fleets.

Guide to Far Eastern Navies contains a wealth of timely information, including an examination of the naval significance of the region as a whole and its relation to the U.S. and Soviet fleets.

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Ships, aircraft, and weapons are tabulated and shown pictorially in a separate section to facilitate comparisons of these important, but little-known navies.



Guide to Far Eastern Navies

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PHILIPPINES
TAIWAN
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AND ROBERT P. BERMAN

1978/336 pages/Illustrated/\$32.95



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1978/79:
Their Ships, Aircraft, and Armament

Jean Labayle Couhat

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VOLUME I

WARSHIP

Volume I

Edited by
Anthony Preston

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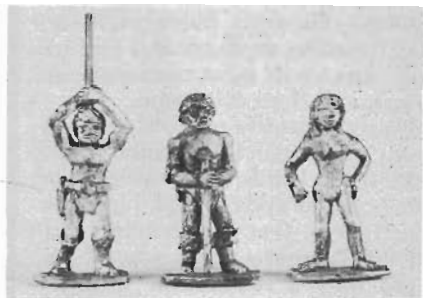
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Collectors figure in 1/24th scale from the American Revolutionary range. #316 is a casting of **American Grenadier** of the 1758 era. Cast in 5 pieces, some assembly required. Packaged in box complete with painting instructions. \$11.95 retail. I/R Miniatures, Dept. CM, Box 89, Burnt Hills, NY 12027.

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25mm scale figures from the Fictioneers range. (From left to right) is JF-041 a **Sitan Hero** attacking with a 2 handed sword, JF-042 a **Sitan Hero** with a two-handed sword at rest and JF-043 is a **Nude Slave Girl**. All are single piece castings that require no assembly. Packaged in a plastic bag with 5 per pack. \$1.50 retail.



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HERITAGE MODELS



From the Fantastiques range in 25mm are fantasy castings. (From left to right) is #1103, a **Flying Gargoyle** with sword and spear and #1342 a **Lizard man** with Halbard. #1103 is a 2 piece casting and #1342 is a single piece casting. Packaged in a bubble pack with #1342 having 6 per pack and #1103 having 4 per pack. Each is a \$2.95 retail.



Roman Tortoise (Tusedo) formation #4876 is from the Ancients range in 25mm. Nicely detailed casting in 6 pieces, it assembles easily. Packaged in a bubble pack with 1 per pack. \$5.95 retail. Heritage Models Inc., Dept. CM, 9840 Monroe Dr., No. 106, Dallas, TX 75220. See ad pages 73-76. Circle RSC #347.

Light Cannon. 7 pieces to this set with some assembly required. Packaged in a plastic bag with 1 each per pack. \$3.00 retail.



Sitan Giant Rifle, AT/AA Launcher, Power Lance, Curved Sword, Sword and Axe is #JF-051. All are single piece castings in the 25mm scale from Fictioneers Equipment range. Packaged in a plastic bag with 2 of each per pack. \$2.50 retail. Johansen Miniatures, Dept. CM, 4249 East 177th St., Bronx, NY 10465.

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From the Talis: The Golden Warrior range in 25mm is a fantasy casting. HA-38 is **Christos, Lord of the Mercenaries** with a nude maiden on his shoulders. Single piece casting, no assembly required. Packaged in plastic bag with 1 per pack. \$1.20 retail.



Barbarian lying on cushions with a kneeling wench serving him in 25mm scale Talis: The Golden Warrior range. Cast in 2 pieces, assembles easily. Packaged in plastic bag with 1 per pack. \$1.40 retail. Armoury Minot Miniatures, Dept. CM, Box 124, Garden City, NY 11530.

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carnage pile with maiden clutching his leg. Cast in 3 pieces, nicely detailed casting assembles easily. Packaged in plastic bag with 1 per pack. \$8.00 retail. **Circle RSC #301.**

See ad page 72.

ARCHIVE MINIATURES



25mm scale figures from the Middle Earth range. #541 is set of **Sleeping Orc castings**. All are single piece castings that require no assembly. Packaged in plastic bag. \$2.49 retail.



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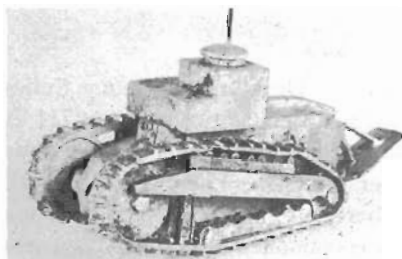
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Multi sided poly dice, #7808 is from the Heritage Accessories range. Four different types of dice are included in pack. They are 20, 12, 8 and 4 sided. These are the type dice used in many of the rule books today. Packaged as shown. **Circle RSC #346.**
See ad page 73-76.



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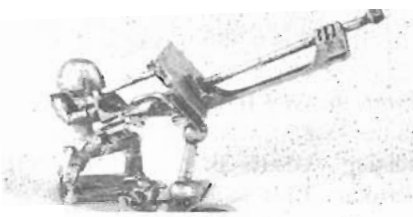


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See ad page 70.

MINIATURE FIGURINES



From the Renaissance range in 25mm are **Polish Infantrymen**. (From left to right) is RP-1 an Officer with Cloak and Axe, RP-3 a Halberdier advancing and RP-5 a Spearman. All are single piece castings with no assembly required. Packaged in a box with 8 per pack. \$3.59 retail.



RE-1 is an **English Officer** in Cloak and Morion Hat and RS-2 is a front rank **Swiss Pikeman** in the receiving position from the 25mm Renaissance range. Both are single piece castings that require no assembly. Packaged in a box with 8 per pack. \$3.59 retail.

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Directed by Ralph Bakshi
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The Lord of the Rings

MINIATURES™

In the more than two decades since J.R.R. Tolkien completed his classic trilogy, "The Lord of the Rings" has become one of the most enduring tales in the English language. Closer to myth than fairy tale, Tolkien's apocalyptic saga of the battle between Good and Evil has to date sold more paperback copies than any other work in publishing history. Compounding the popularity of the trilogy, Tolkien's posthumously published work, "The Silmarillion", has held the number one spot on the New York Times hardcover best-seller list for over four months.

It is with great pride that Fantasy Films and United Artist announce the forthcoming release of "The Lord of the Rings". Scheduled to open in time for Thanksgiving, the trilogy will be directed by Ralph Bakshi, a filmmaker described by the Walt Disney Studios as "the prince of animation", and produced by Saul Zaentz, Academy Award Winner for "One Flew Over the Cuckoo's Nest".

The possibilities of filming this modern legend have been avidly pursued and widely discussed for more than fifteen years. Filmmakers and fans now see that the wonders and terrors of Middle Earth could only be captured in animation. The problems of realising the scope of Tolkien's vision and of accurately depicting the various inhabitants of his world -Men, Dwarves, Elves, Wizards, Orcs, Hobbits, Ents and other creatures from the darker recesses of the imagination- had been insurmountable until Ralph Bakshi and Saul Zaentz started filming in 1976.

Just as it took these talented men from Hollywood to do justice to the work of J.R.R. Tolkien on the screen, it took a leader in the model industry to produce detailed and accurate replicas of the famous characters portrayed in these epic stories.

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There are over 18,000,000 'members' of the Tolkien 'family' who have traveled to the Middle Earth and have experienced the fascinating world of Tolkien's books. Beginning November 15, at theatres all across the country, millions more will make the same incredible journey when they see the film.

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Millions have already read and loved the famous Trilogy. With OVER FIVE MILLION copies of Tolkien's work sold last year alone! Add the unlimited possibilities of this exciting new film's popularity combined with the magical name of Tolkien's work and the result is a built-in audience of buyers that will guarantee large volume sales. The recognition value of the name itself will bring people off of the street and into your store.

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now offers the FIRST and ONLY authorized miniature figurines based on the works of J.R.R. Tolkien. Each figurine has been painstakingly sculpted to portray the likeness of all of the characters featured in the movie. Working directly from the art work sent to us from the filmmakers our design staff has taken every effort to insure that each piece is a replica in metal of its character. Our goal is to not only give you the only authorized miniature figurines of the Tolkien stories; but also to make them the finest adventure gaming and diorama pieces available in the world.

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If you need more information just write or call us collect and we will send you a detailed and complete list of our open stock. But, due to the overwhelming demand, Racks and Assortments will be shipped first.



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- ☐ Please send us the above item(s). We don't have an account with you now so please send it C.O.D.
- ☐ Please send us the above items. We'd like to open an account with you and you will find our credit references enclosed.

Please send the above items to:

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characters from **The Lord of the Rings** by J.R.R. Tolkien. Trademarks **The Lord of the Rings** and **The Lord of the Rings Miniatures** owned by Tolkien Enterprises, a division of Elan Merchandising, Inc. and utilized by Heritage Models, Inc. under their specific authority.

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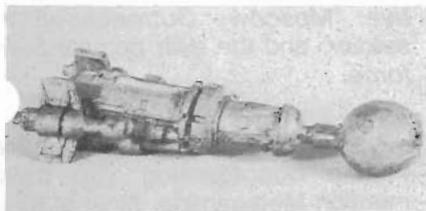


The Fellowship of the Ring

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HERITAGE MODELS



From the Fantasy range in 25mm is a Mythological creature. This is #1341 and is a **Pegasus**. Cast in three pieces it assembles easily. Packaged in a bubble pack with two per pack. \$2.95 retail.

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See ad pages 73-76.

RAL PARTHA



From the 1200AD range in 25mm are Dark Ages castings. (From left to right) is #1171 a **Moorish Archer** and #1172 a **Moorish Spearman**. Both are single piece castings. Packaged in a plastic bag with 6 per pack. \$2.50 retail. **Circle RSC #339.**

See ad page 72.

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COMMAND STUDY

(CONTINUED FROM PAGE 63)

and *Star Trek* from Heritage, *Legacy* from Legacy Games and so far another hit for this year, *Gamma World* by TSR.

During these years, the miniature and boardgame companies were also releasing new products. Miniature rules were being released to coincide with figure releases. One of the earliest rule books released was *Starguard* from McEwan Miniatures. First published in 1974 it now has a supplement, *Orilla*, and a

strategic game, *Star War 2250*. McEwan Miniatures also has an extensive line of miniatures to be used with the rule booklets. *Space Marines* is being sold by Zocchi Associates and the *Barsoomian Battle Manual* was published by Heritage. Other miniature companies began manufacturing Science Fiction miniatures such as Heritage, Grenadier, Ral Partha and Coulter-Bennett. These miniatures could be used with almost any game, as many things were left to the gamers' imaginations.

When talking about boardgames and Science Fiction gaming it is difficult to categorize them correctly. I try to think of any game that covers a future hypothetical situation as a Science Fiction game. Since this is my definition, there are numerous games that fit these requirements. One of the earliest board games of this type was the *Alien Space Battle Manual* by Zocchi Associates. When playing this game, players used cut-outs on a table or floor. Other games of this type are *Star Command* and the *Star Fleet Battle Manual* by Zocchi Associates, and *Ballistic Missile* and *Galactic War* from Heritage.

Actual boardgames published with die-cut counters are *Quazar* by Excalibre Games, *Imperium* and *Mayday* by Game Designers Workshop, *Alpha Omega* by Heritage, *Lords of the Middle Sea* by The Chaosium, and the popular games *Cosmic Encounter* by Eon Products and *Starship Troopers* by Avalon Hill Games. Attack Wargaming offers *Rift Trooper*. SPI also has numerous titles to choose from. Some of them are *Battlefleet Mars*,

Dixie, *Invasion: America*, *Objective: Moscow*, *Outreach*, *Starsoldier*, and the ever popular *Starforce*.

Lastly, when discussing Science Fiction boardgaming you must mention Metagaming. Most of their line consists of Science Fiction boardgames of excellent quality. They have three large games and a number of small, inexpensive games. The large games are *Godsfire*, *Ythri*, and the very popular *Stellar Conquest*. Metagaming is also the company that pioneered the MicroGame concept. These are small, inexpensive games that are easy to learn and quick to play. The titles in the MicroGame series are *Ogre*, *Chitin: I*, *Warp War*, *Rivets*, *Olympica*, and *Ice War*. They have proven to be popular and additional titles are forthcoming.

Metagaming also publishes a Science Fiction gaming magazine known as the *Space Games*. It is devoted entirely to gaming designs, strategies and reviews of Science Fiction games. Other magazines that occasionally publish Science Fiction gaming articles are *The Dragon* by TSR and *Wargaming* by Fantasy games.

As you can see, there are Science Fiction games of all types. Small, large, simple, or complex, there is something for everyone. While it began with a limited following, more and more gamers are being converted every year. Science Fiction gaming will continue to grow as new designs are published and more gamers become involved. ■

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The **John Carter, Warlord of Mars Adventure Gaming Handbook** is a combination painting and information guide and a role playing handbook. In the painting and information sections, detailed information is given about painting the miniatures as well as background information as to who they are. In the role playing rules section you are given a game that allows you to recreate some of the adventures from Edgar Rice Burroughs' books. Game is fairly simple but a gamer should have some previous experience. Booklet has a full color front cover. \$5.00 retail.

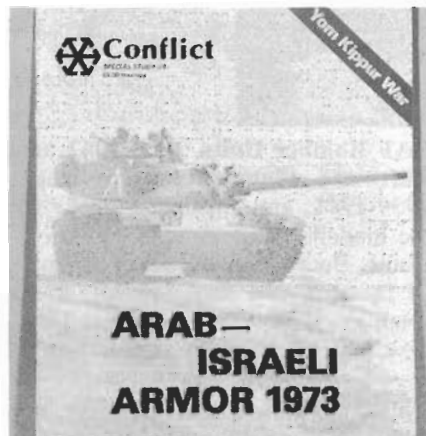


The **Barsoomian Battle Manual** is a set of miniature rules for recreating some of the large scale battles that occasionally occurred on the fictional world of Mars. An excellent set of rules taking into consideration all of the aspects brought out by Edgar Rice Burroughs in his books. Individual

LOWRY ENTERPRISES



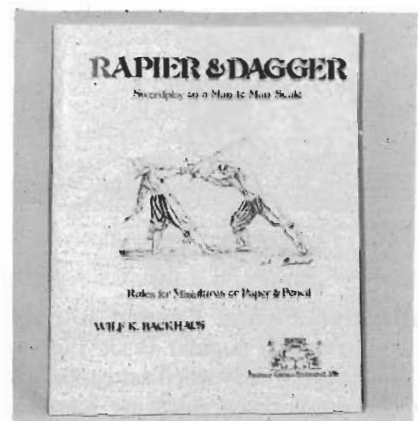
Ironclad is a set of miniature rules for recreating Naval Battles of the American Civil War. Fairly simple rule book, it allows gamers to fight it out on the rivers and seas.



The **Arab-Israeli Armour, 1973**, is a study of the armour employed by these antagonists. Shows the strength and weaknesses of the vehicles, weapons and armour employed in the Yom Kippur War. Numerous photos and line drawings of equipment. Detailed charts of useful information also included. \$3.00 retail. Lowry Enterprises, Dept. CM, P.O. Box 896, Fallbrook, CA 92028.

fighting as well as air-to-air fighting is allowed with these rules. A companion booklet to the Adventure Gaming Handbook. With the two booklets, the gamer has all of the information he needs to build, paint and refight some of the Barsoomian battles. \$5.00 retail. Heritage Models Inc., Dept. CM, 9840 Monroe Dr., Dallas, TX 75220. See ad pages 73-76. Circle RSC #326.

FANTASY GAMES



Rapier and Dagger is a set of rules for sword play as it occurred during the 14th and 15th centuries. Allow the gamer man-to-man action with paper and pencil or miniatures. Separate rules differentiate the type of game that is played. Fine set of rules that allow realistic, detailed game. Should not be recommended for beginners because of the amount of detail. Rules may take a few readings to be fully understood. \$4.00 retail. Fantasy Games Unlimited, Dept. CM, Box 182, Roslyn, NY 11576.

TSR HOBBIES



Dungeon Modules G1 Steading of the Hill Giant Chief, **G2** Glacial Rift of the Frost Giant Jarl, and **G3** Hall of the Fire Giant King are now available. They are ready-to-play game scenarios. Each module stands alone or can be combined with others into ongoing game. \$4.98 retail each. Circle RSC #386. See ad page 65.

ZOCCHI ASSOCIATES



Advanced Fighter Combat is companion rules to popular Basic Fighter Combat rules. Advanced set cannot be played until Basic rules are learned. Expands on Basic rules with the addition of detail and higher degree of realism. More aircraft charts are also provided giving gamers a choice of planes.



Professional Wrestling is a role playing game that allows you to recreate this popular sport with paper and

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Second Empire is now available. Is for 2-4 players having moderate gaming skills. Features full color, shrinkwrapped chipboard box, with rules booklet shrinkwrapped to back of box. \$13.95 retail. **Circle RSC #385.**

BILL DEAN BOOKS



RAF Bomber Units, 1939-1942, and Luftwaffe Fighter Units, Europe, 1939-1941, are soft-bound books for the modeller, historian, or figure collector. Both are short, detail accounts of the men and their aircraft. \$5.95 retail each. Bill Dean Books, Dept. CM, Box 69, Whitestone, NY 10010.

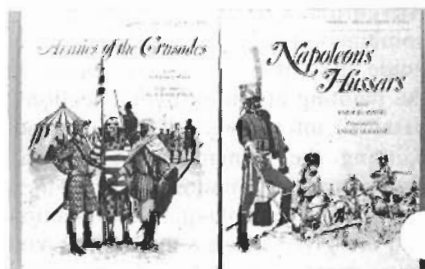
pencil. Second edition of rules, they continue to capture the imagination. Excellent for beginners, as they are well written, or veterans. \$3.50 retail. **Circle RSC #348.**
See ad page 71

SQUADRON/SIGNAL



Panzer Colors II and **USAF Aircraft of Today** are historical books. Each covers its subject in detail with many photos. Also, pages of color sketches showing camouflage techniques used on the equipment described. Fine books for anyone with an interest in these areas. \$7.95 retail each. **Circle RSC #350.**
See ad page 30.

HIPPOCRENE BOOKS



Armies of the Crusades and **Napoleonic Hussars** are two of the latest Osprey Men-at-War books. Contain eight pages of color sketches showing different uniforms. Numerous photos and well written historical information. Excellent books for the modeller, wargamer or historian. \$5.95 retail each. Hippocrene Books, Dept. CM, 171 Madison Ave., N.Y., NY 10016.

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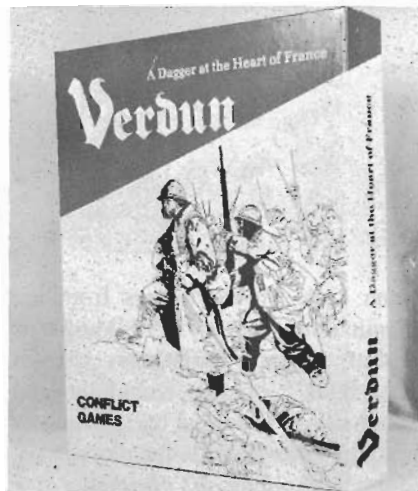
BOARDGAMING SHOWCASE

THE CHAOSIUM



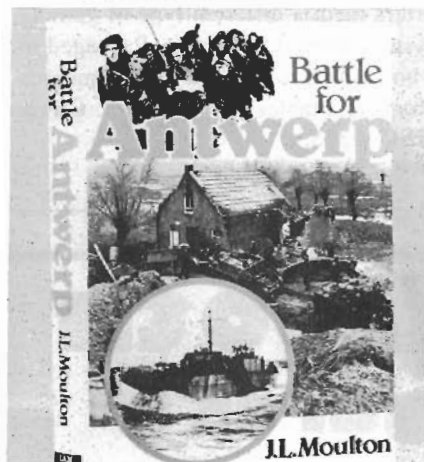
King Arthur's Knights is a role playing boardgame based on the romantic Arthurian Age. This was the era when chivalry was at its height. Knights would go on quests for treasure or defend damsels in distress. Any number of gamers may play game. Well designed, colorful, it can be recommended for beginners or veterans. \$8.00 retail. **Circle RSC #349.** See ad page 78.

GAME DESIGNERS



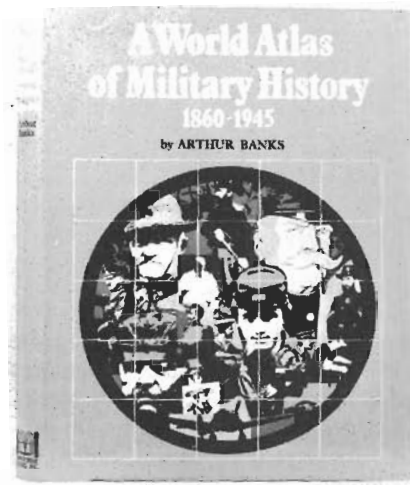
The battle for **Verdun** is a historical boardgame simulation of the first battle of the Marne that occurred in 1918. Some of the most vicious fighting of the first World War took place during this battle. Both sides made many mistakes and this simulation allows gamers to recreate this situation. It is a fairly simple game but should be recommended to gamers who have some experience. Packaged in a box complete with mounted map, rules and charts and tables. \$11.98 retail. **Circle RSC #305.** See ad page 80.

HIPPOCRENE BOOKS



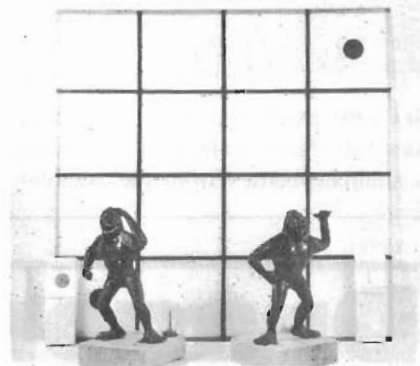
The Battle For Antwerp is a 208-page, cloth book covering the fighting in 1944. Using maps and copy, you are shown the strategies of the Allied armies. Good book for the WWII historian or gamer. \$14.95 retail. Hippocrene Books, Dept. CM, 171 Madison Ave., N.Y., NY 10016.

ZOCCHI ASSOC.



Ready Ref Sheets, Volume I is an aid for the gamers of *Dungeons and Dragons* (D&D). Presents numerous charts and tables in an easy to find manner. Also included are some of the authors own variants that can slightly modify an existing D&D game. Fine booklet for the Dungeon Master or gamer looking for new ideas. \$2.99 retail. **Circle RSC #283.** See ad page 71.

DUNICK INDUSTRIES



The Game of Urk is a very simple fantasy boardgame using soft rubber miniatures of apes. Fun game with easy to understand rules it is equally enjoyable for adults and children. Challenge is in moving of the apes and attacking your opponent. Packaged in a plastic bag with 2 apes, plastic map and rules. Dunick Industries, Dept. CM, 81 Foresters La., Springfield, IL 62704.

THE INFANTRY JOURNAL



Infanterie Greift an (Infantry Attacks) is a 265-page hardcover book written by General Erwin Rommel about his experiences in WWI. When it was first written little attention was paid to the book. Due to his outstanding success in commanding the Afrika Korps it became a popular book for all the armies in WWII. Many of the examples shown and suggestions made are tactics that are in use today. An indepth study that could aid warriors with their tactics on the gaming table. Contains many maps and is a book that is very interesting to read. The Infantry Journal, Dept. CM, 1115 17th St. NW, Washington D.C.

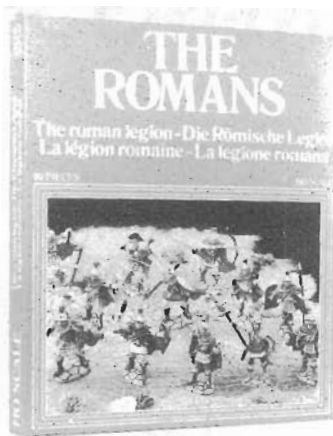


Swords and Sorcery is a boardgame simulation of individual adventures and armies battling in a fantasy world. Divided into two parts, rules are provided for large scale battles, individual adventures, or a combination of the two. Rules are cover Personal Combat, Magic, and Diplomacy. Good fantasy boardgame with scenarios provided for up to five players in one game. Intermediate complexity and should be recommended to gamers with previous experience. Packaged in a bookcase box with die cut counters, map, rules, charts and tables. \$13.00 retail. Simulations Publications, Inc., Dept. CM, 44 East 23rd St., N.Y., NY 10010.

GAME DESIGNERS



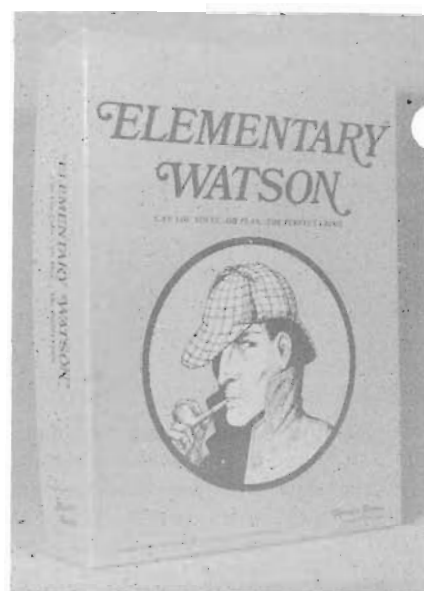
Fire and Steel is a set of miniature rules for 15mm scale figures. Allows to simulate battles from the Napole-



20mm scale plastic figures from the Atlantic range. Set #1515 is known as **Gladiators and Christians**. Uses a "Storybook" boxing technique and contains short historical background of the figures provided. Some pieces may require assembling. \$2.75 retail.

onic era. Fairly simple rules set that are well written and easy to understand. Challenge of game is its playing and not its understanding. Many examples are provided to clear up any questions should they arise. Special section is included for those with no previous miniature gaming experience. Section gives that person an excellent idea of the items he will need to use these rules. Fire and Steel can be highly recommended to all beginners for a challenging, enjoyable simulation of the Napoleonic era. For veterans, it offers them a different type of gaming system to try their tactics. Packaged in a box with 2 rules books and numerous charts and tables. \$11.98 retail. **Circle RSC #325.**

See ad page 80.



Elementary Watson is a boardgame simulation of intrigue and deduction in the world of crime. A player or referee plots the crime and then it is up to the players to find clues and solve it. A simple game that is easy to understand and a challenge to play. Packaged in a box with a mounted map and rules. **Circle RSC #320.**
See ad page 77.

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A World Atlas of Military History, 1860-1945, is a 182-page cloth book for the wargamer, boardgamer or military historian. Contains maps of the areas where major conflicts occurred, highlighting the important events that took place there. Second book in series and it continues where the first volume ended. Excellent book for gamers who are planning campaigns as the maps show the world as it was during that time. \$22.50 retail.

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